
Title: On Alarin

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Of Alarin:

I will tell you this; you cannot win because he does not care. Play the 'game of minds' with him, and you will lose...because he does not truly play. If you play, you will eventually trip, and you will eventually fall, even if you should seem to 'beat' him time and time again. Defeat him, and he simply continues on, unmarred. Crush him, and he simply picks himself right back up again and continues untouched. There is no playing against Alarin and winning, because if you 'play the game', he will simply wait for you to trip, and then to fall...and when you do, not if...-when-...he will have you. He has no care, operates no rules and, most of all, and is wholly devoid of anything that anyone short of the gods could hope to discern or manipulate. When you think you've won, you have lost. When you believe yourself to have his will dominated, his personage enslaved to you...you will then know that -you- truly serve -him-, and that you simply do not know it yet

To defeat him:

Give him nothing to play with...and you will have -broadly-.... Not actually,

mind you...affected him.

Fail to follow up on this with something cannier than him, and he'll get seriously annoyed.

If he knows that he can attack something that is important to...well, just about anyone... When he finds that he's got an army and no one that means anything to anyone to crush with it, he'll probably obliterate his own army and find something more amusing to do. Let him raise the undead. Let him build a whole bloody army. Just clear out as many cities and places you care about and hide their occupants well. The best way to beat Alarin in that capacity would be to make it UN-amusing. He does nothing if he doesn't care to. Undo that which he seeks to accomplish, and be -very-wary.